

-m_dataPtr: T*
-m_rowSize: int
-m_numRows: int

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username

_____T:typename!


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+UpperMatrix()
+UpperMatrix(nu
+UpperMatrix(ma
+~UpperMatrix()
+operator()(rov
+operator()(rov
+operator+(rhs:
+operator-(rhs:
+operator-(): l
+operator*(rhs:
+operator*(rhs:
+operator*(rhs:
+operator[](i:c
+operator[](i:c
+rowSize(): int
+numRows(): ir
+setSize(numRov
+actualSize():
+theoSize(): ir

```

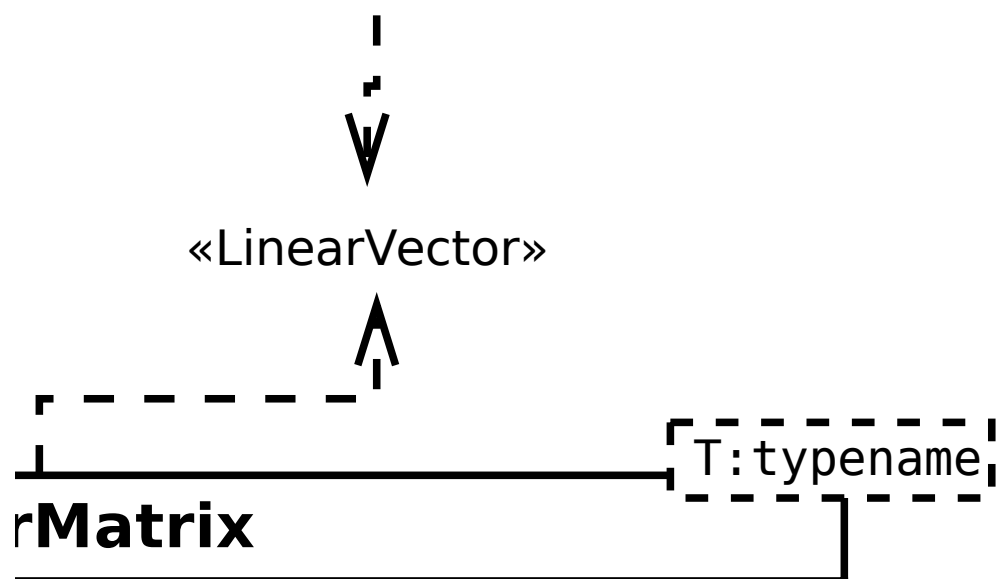


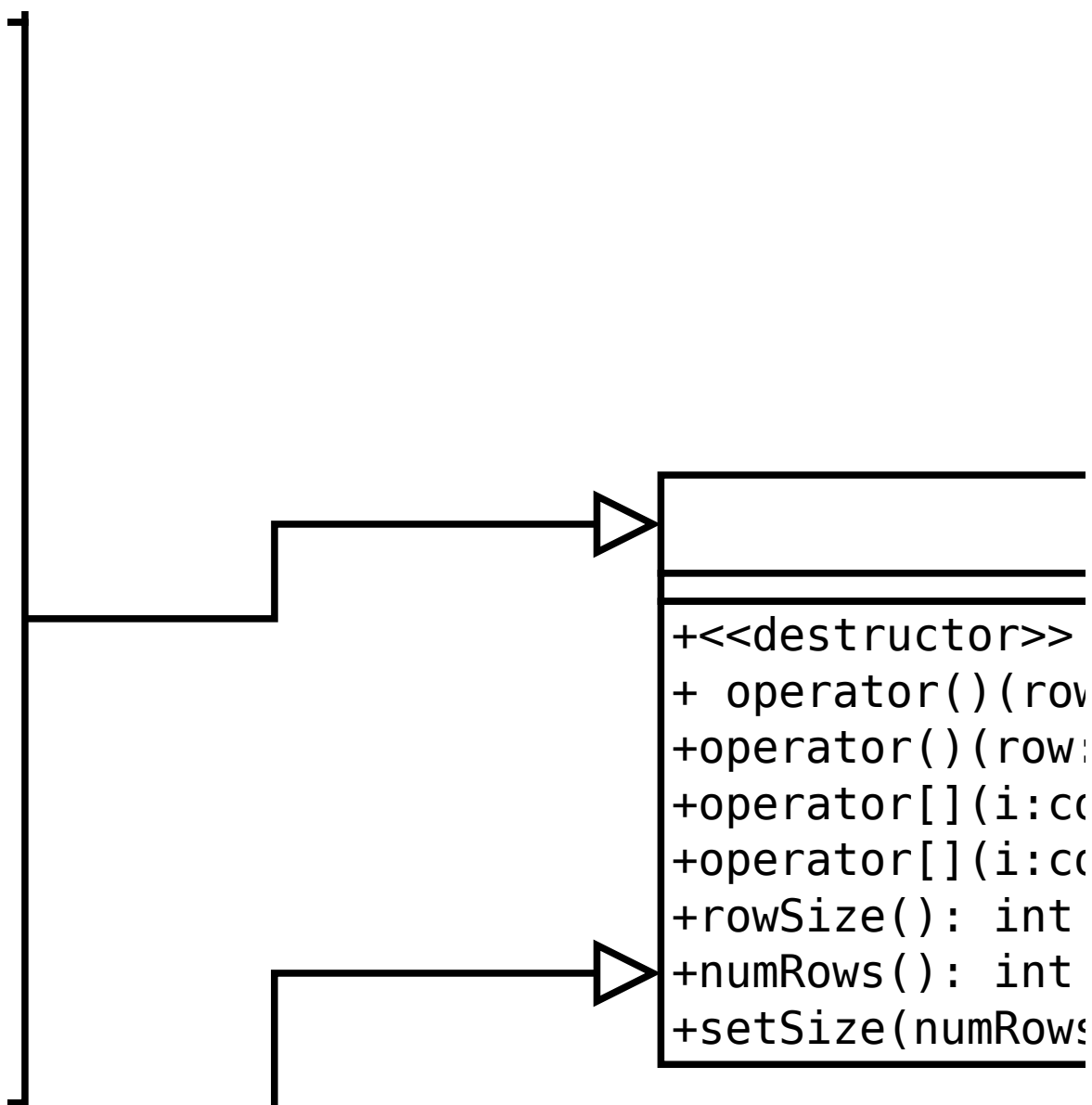
Lower

```

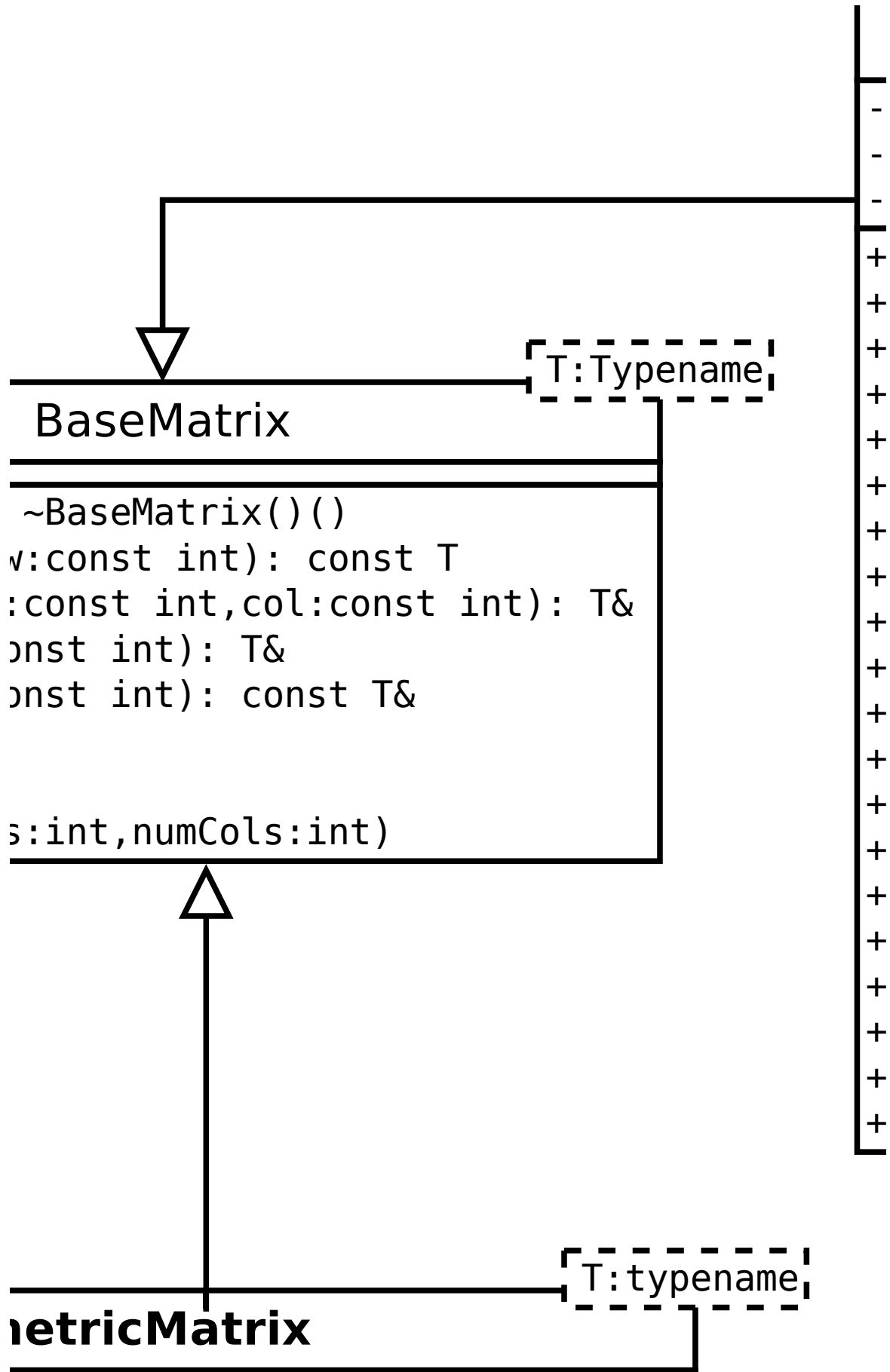
    numRows:int,numCols:int)
    matrix:UpperMatrix<T>&)
)
    row:const int,col:const int): const T
    row:const int,col:const int): T&
    row:const BaseMatrix<T>&): ParamMatrix<T>
    row:const BaseMatrix<T>&): ParamMatrix<T>
    row:UpperMatrix<T>
    row:const BaseMatrix<T>&): ParamMatrix<T>
    row:const T): UpperMatrix<T>
    row:const LinearVector<T>&): ParamMatrix<T>
    row:const int): T&
    row:const int): const T&
    row:
    row:
    row:vs:int,numCols:int)
    row:int
    row:

```





Symn



ParamMatrix

m_dataPtr: T*

m_rowSize: int

m_numRows: int

ParamMatrix()

ParamMatrix(numRows:int,numCols:int)

ParamMatrix(matrix:const ParamMatrix<T>&

ParamMatrix((matrix:const BaseMatrix<T>&

~ParamMatrix()

operator()(row:const int,col:const int):

operator()(row:const int,col:const int):

operator+(rhs:const BaseMatrix<T>&): Par

operator-(rhs:const BaseMatrix<T>&): Par

operator-(): ParamMatrix<T>

operator*(rhs:const BaseMatrix<T>&): Par

operator*(rhs:const T): ParamMatrix<T>

operator*(rhs:const LinearVector<T>&): P

operator[](i:const int): T&

operator[](i:const int): const T&

rowSize(): int

numRows(): int

setSize(numRows:int,numCols:int)

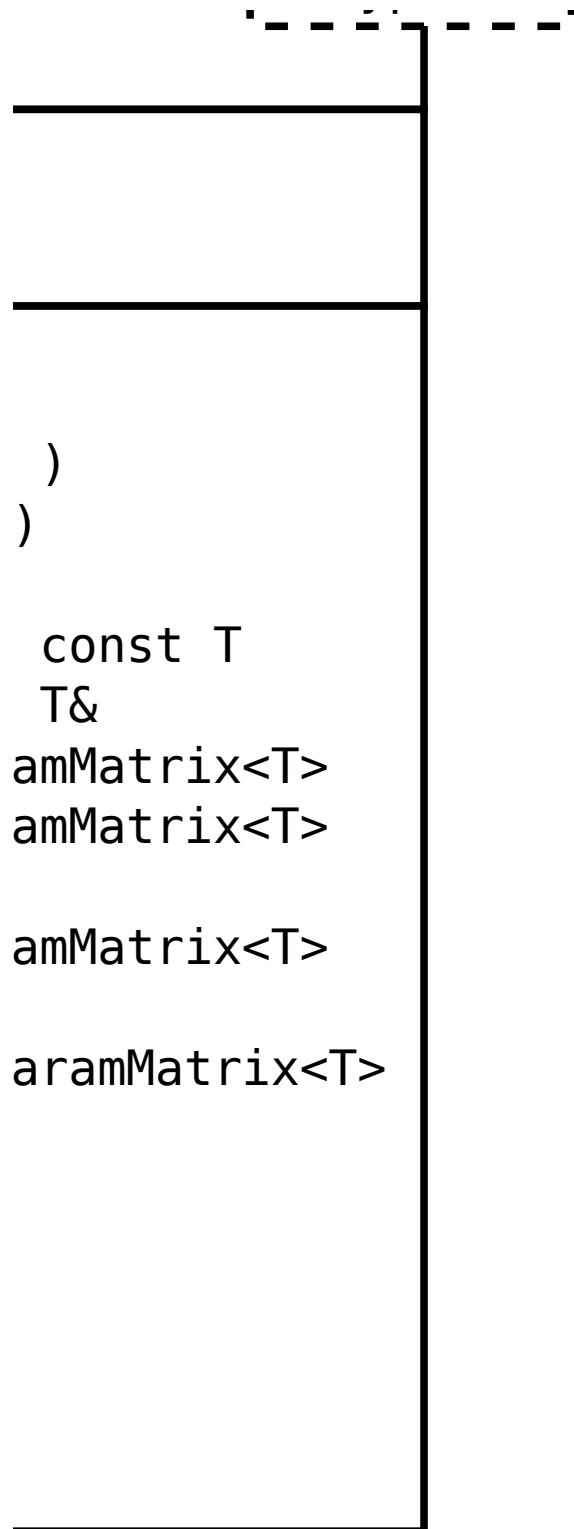
getSize(): int

transpose(): ParamMatrix<T>

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⋮

⋮



«All Matrices»



s and LinearVector»

「T.typoname」


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- m_dataPtr: T*
- m_rowSize: int
- m_numRows: int
+ LowerMatrix()
+ LowerMatrix(numRows: int, numCols: int)
+ LowerMatrix(matrix: const T**)
+ LowerMatrix(matrix: const T*, numCols: int)
+ LowerMatrix(matrix: const T*, numCols: int, numRows: int)
+ ~LowerMatrix()
+ operator()(row: const int, col: const int) const: T
+ operator()(row: const int, col: const int): T
+ operator+(rhs: const BaseMatrix<T>): BaseMatrix<T>
+ operator-(rhs: const BaseMatrix<T>): BaseMatrix<T>
+ operator-(): LowerMatrix<T>
+ operator*(rhs: const BaseMatrix<T>): BaseMatrix<T>
+ operator*(rhs: const T): LowerMatrix<T>
+ operator*(rhs: const LinearSystem<T>): LinearSystem<T>
+ operator[](i: const int): T
+ operator[](i: const int): const T
+ rowSize(): int
+ numRows(): int
+ setSize(numRows: int, numCols: int)
+ actualSize(): int
+ theoSzie(): int
+ transpose(): UpperMatrix<T>

```

```

    mCols:int)
    LowerMatrix<T>&)
    ParamMatrix<T>& )
    SymmetricMatrix<T>&)

    col:const int): const T
    col:const int): T&
    matrix<T>&): ParamMatrix<T>
    matrix<T>&): ParamMatrix<T>
    T>
    matrix<T>&): ParamMatrix<T>
    LowerMatrix<T>
    Vector<T>&): ParamMatrix<T>
    T&
    const T&

    cols:int)

    T>

```

```
-m_dataPtr: T*  
-m_rowSize: int  
-m_numRows: int
```

```
+SymmetricMatrix()  
+SymmetricMatrix(numRows  
+SymmetricMatrix(matrix:  
+SymmetricMatrix(matrix:  
+~SymmetricMatrix()  
+operator()(row:const in  
+operator()(row:const in  
+operator+(rhs:const Bas  
+operator-(rhs:const Bas  
+operator-(): SymmetricM  
+operator*(rhs:const Bas  
+operator*(rhs:const T):  
+operator*(rhs:const Lin  
+operator[](i:const int)  
+operator[](i:const int)  
+rowSize(): int  
+numRows(): int  
+setSize(numRows:int,num  
+actualSize(): int  
+theoSize(): int
```

```

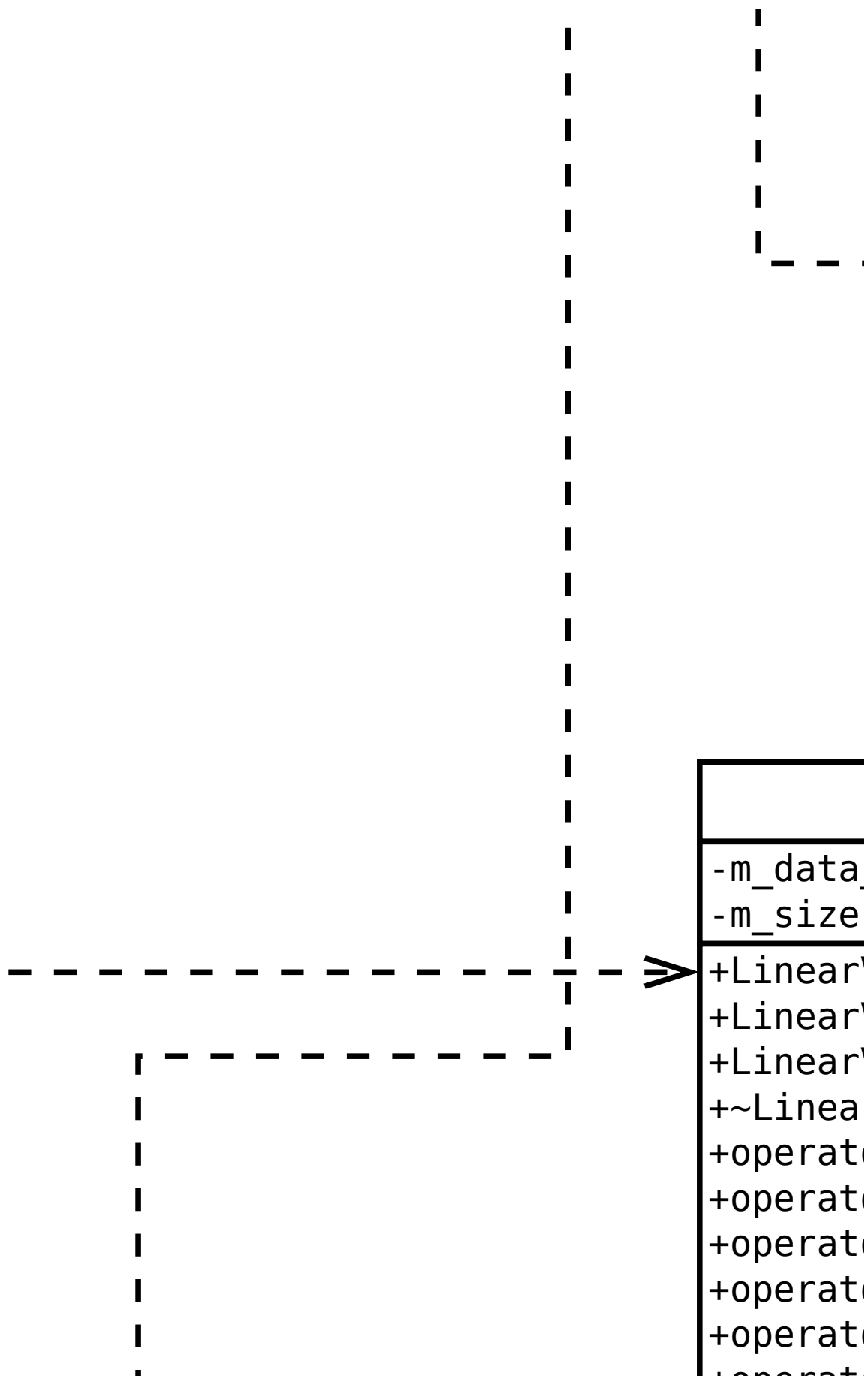
: int, numCols: int)
SymmetricMatrix<T> &)
const ParamMatrix<T> &)

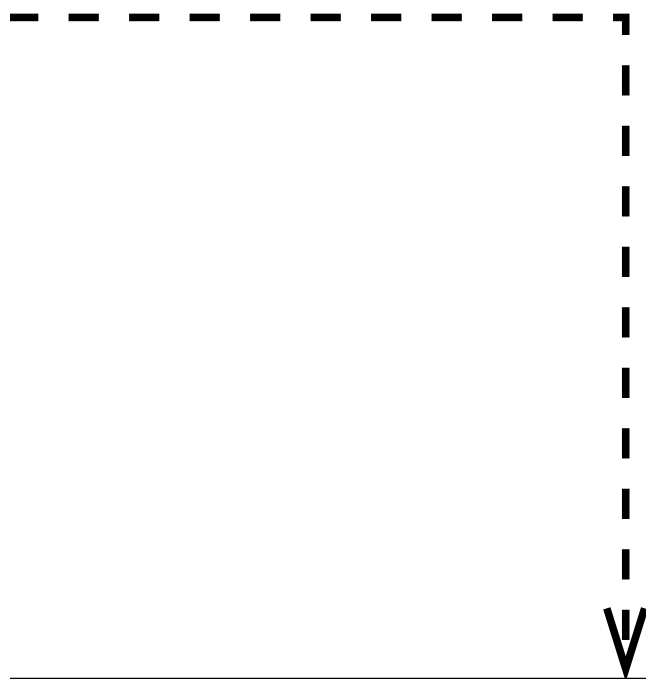
t, col: const int): const T
t, col: const int): T &
eMatrix<T> &): ParamMatrix<T>
eMatrix<T> &): ParamMatrix<T>
atrix<T>
eMatrix<T> &): ParamMatrix<T>
SymmetricMatrix<T>
earVector<T> &): ParamMatrix<T>
: T &
: const T &

(Cols: int)

```







LinearVector

```
_ptr: T*  
: int
```

```
Vector(n:int)
```

```
Vector()
```

```
Vector(vect:const LinearVector<T>&)
```

```
rVector()
```

```
or[](i:const int): T&
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```
or[](i:const int): const T&
```

```
or+(rhs:const LinearVector<T>&): LinearVe
```

```
or-(rhs:const LinearVector<T>): LinearVec
```

```
or-(): LinearVector<T>
```

```
or*(rhs:const LinearVector<T>&): T
```

Global Functions

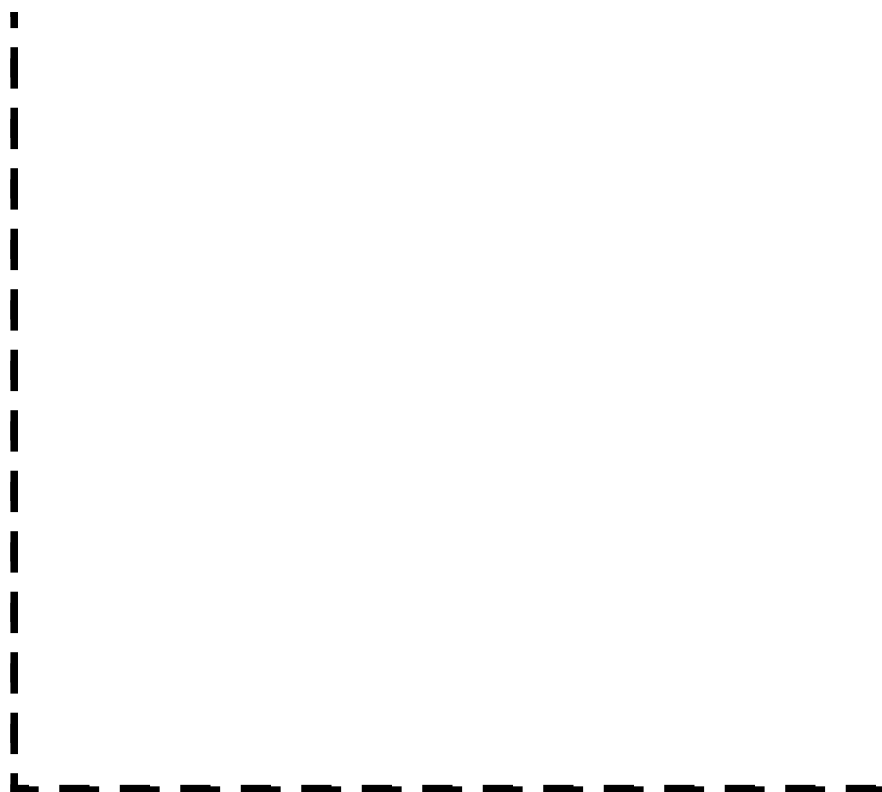
```
+operator<<(stream:ostream&,matrix:const Matrix&)<br>+operator>>(stream:istream&,rhs:Par<br>+operator<<(stream:ostream&,rhs:const<br>+operator>>(stream:istream&,rhs:Line<br>+operator>>(stream:istream&,rhs:Lin<br>+operator<<(stream:ostream&,matrix:const<br>+operator>>(stream:istream&,matrix:<br>+operator<<(stream:ostream&,matrix:const<br>+operator>>(stream:istream&,matrix:<br>+operator<<(stream:ostream&,matrix:const<br>+operator>>(stream:istream&,matrix:const
```

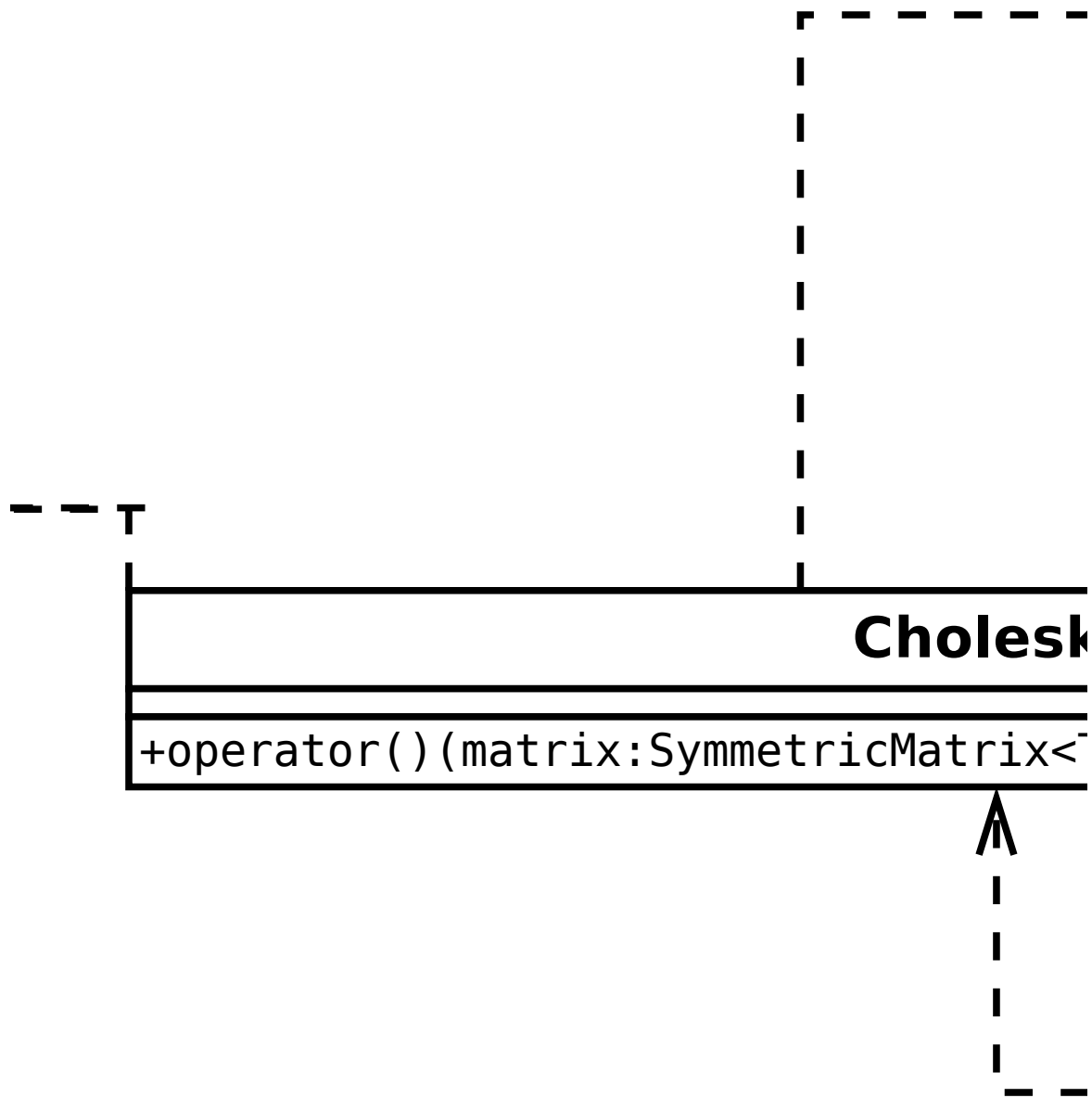
— [T: typename]

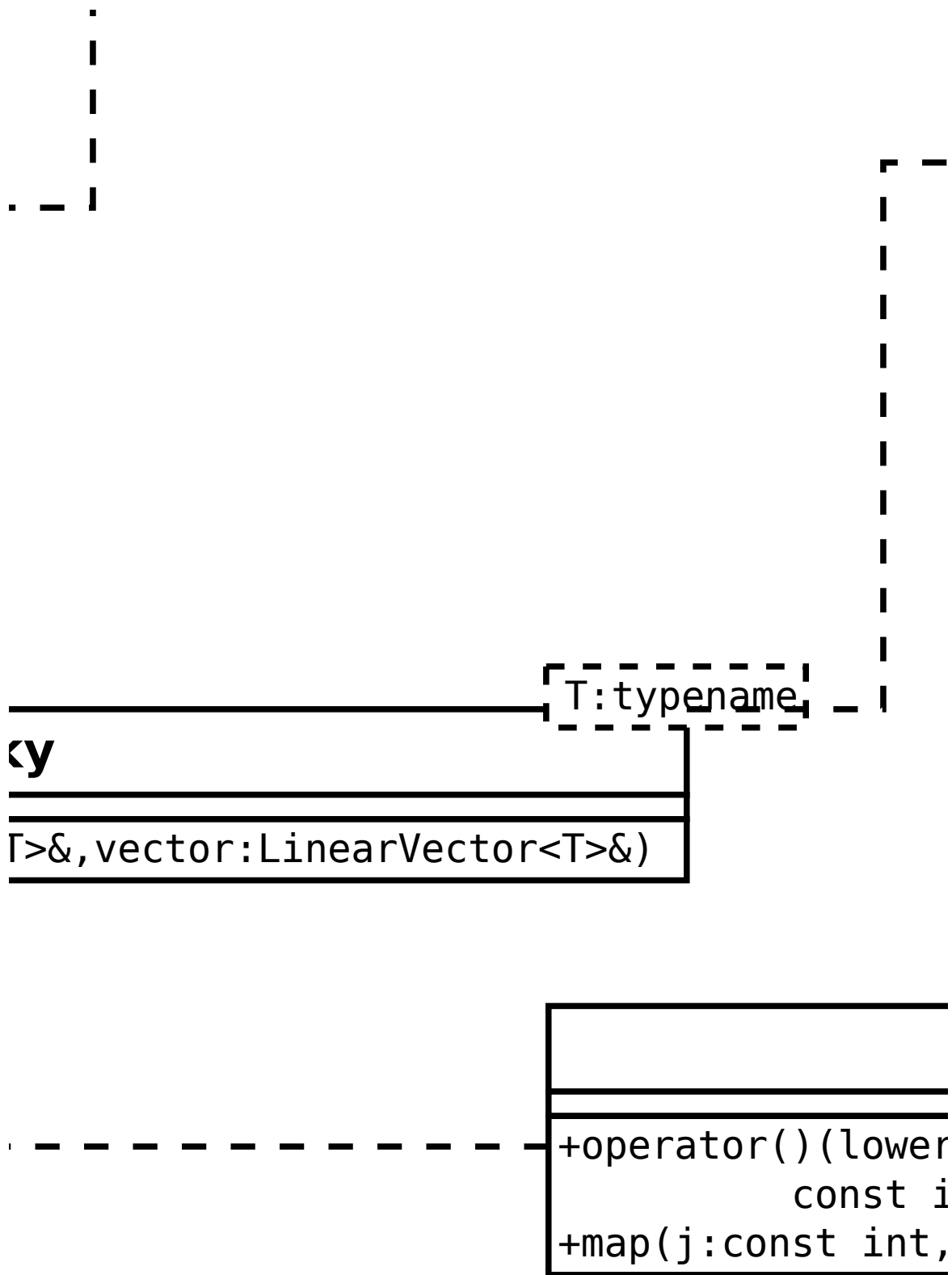
ector<T>
ctor<T>

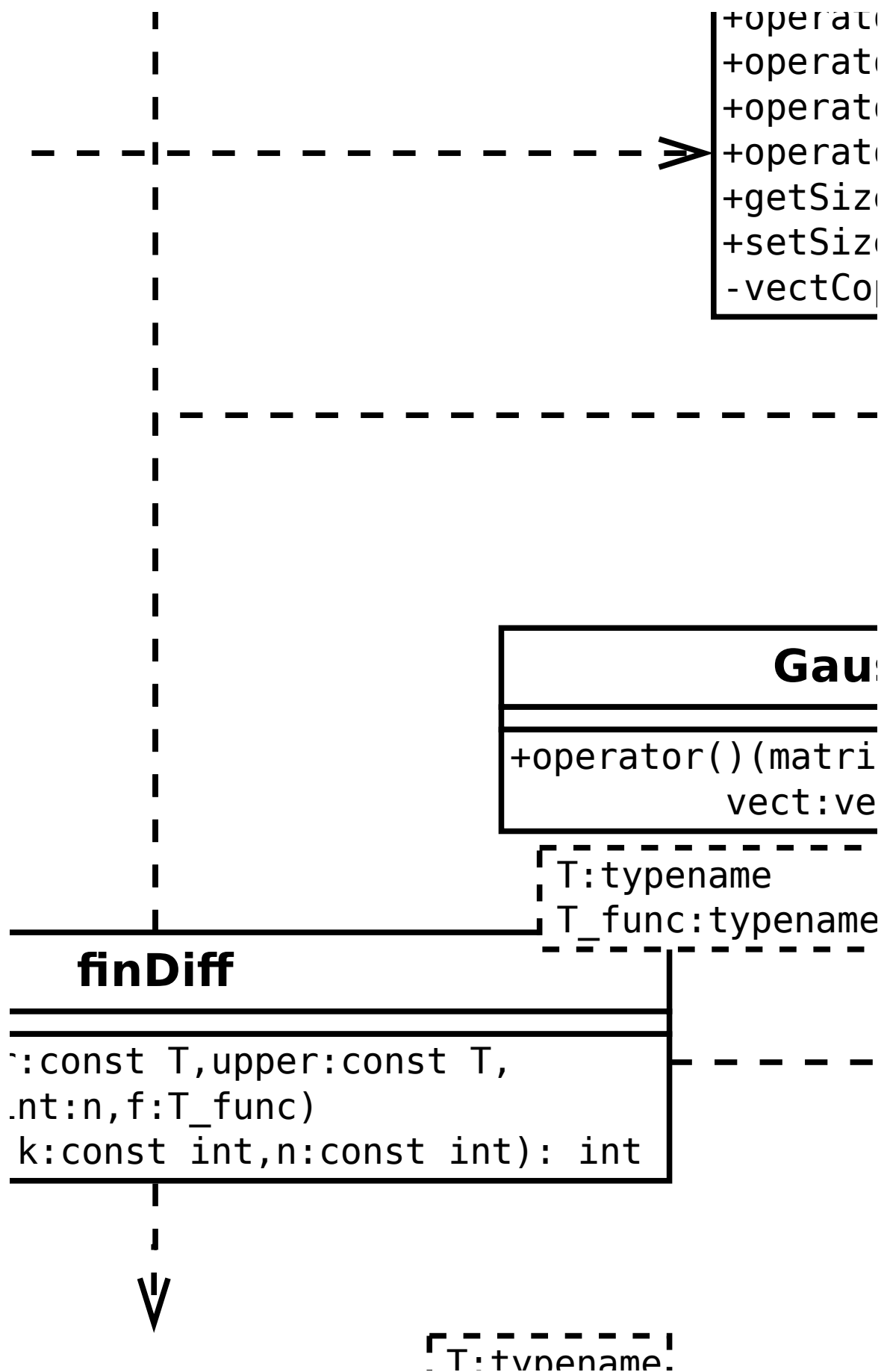
actions

```
const ParamMatrix<T>&): ostream&  
amMatrix<T>&): ifstream&  
st LinearVector<T>&): ostream&  
earVector<T>&): ifstream&  
nearVector<T>&): ifstream&  
const UpperMatrix<T>&): ostream&  
:UpperMatrix<T>&): ifstream&  
const LowerMatrix<T>&): ostream&  
:LowerMatrix<T>&): ifstream&  
SymmetricMatrix<T>&): ostream&  
:SymmetricMatrix<T>&): ifstream&
```



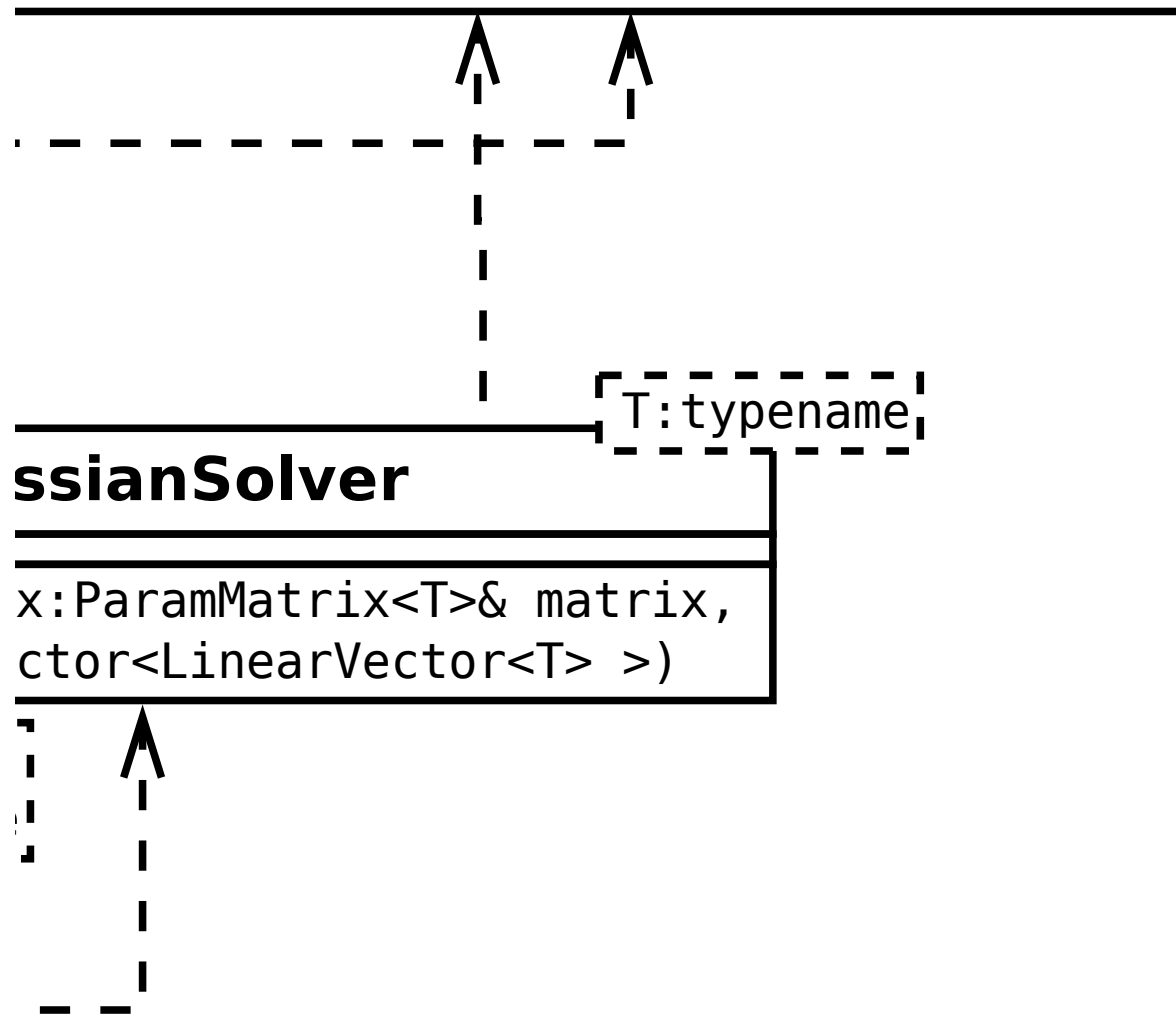




```

or*(rhs:const LinearVector<T>&): T
or*(rhs:const T): LinearVector<T>
or=(rhs:const LinearVector<T>&): LinearVector<T>
or=(rhs:const T): LinearVector<T>&
e(): int
e(n:int)
py(vect:const LinearVector<T>&)

```



ector<T>&

